IBoardLoader

+ LoadBoard()
+ LoadFromConfig()
+ SaveBoard()

IBoardComputer

+ GetAllNodes()
+ GetPossiblePlaces()
+ GetPossibleMovesFromNode()
+ GetPossibleMoves()
+ GetPossibleRemoves()
+ CanBeFullLine()
+ IsFullLine()

IBoard

+ GetNodeType()
+ GetAllNodesType()
+ GetNodesCount()
+ GetSamePieceTypeNodeIndexes()
+ GetBoardState()
+ GetPlayerPiecesOnTable()
+ GetPlayerPiecesToPlace()
+ AddPiece()
+ MovePiece()
+ RemovePiece()
  and 8 more...

Board

m_nodes
m_boardState
m_playersPieces

+ Board()
+ Board()
+ Board()
+ GetNodeType()
+ GetAllNodesType()
+ GetSamePieceTypeNodeIndexes()
+ GetNodesCount()
+ GetBoardState()
+ GetPlayerPiecesOnTable()
+ GetPlayerPiecesToPlace()
  and 14 more...
CanRemovePiece()
GetNodeFromIndex()
GetIndexFromNode()
CountSamePiece()

DiagonalsBoard

+ DiagonalsBoard()
+ DiagonalsBoard()
+ DiagonalsBoard()
+ GetBoardType()
+ LoadFromConfig()
+ LoadBoard()
+ SaveBoard()
+ CanBeFullLine()
+ IsFullLine()
+ IsWindmillRule()
+ ~DiagonalsBoard()

NormalBoard

+ NormalBoard()
+ NormalBoard()
+ NormalBoard()
+ GetBoardType()
+ LoadFromConfig()
+ LoadBoard()
+ SaveBoard()
+ CanBeFullLine()
+ IsFullLine()
+ IsWindmillRule()
+ ~NormalBoard()